



d16 group
AUDIO SOFTWARE

PULSATEC

ANALOG PASSIVE EQUALIZER

Product Overview

September 26, 2025

Contents

Key Points.....	2
Vintage-inspired tonal character	2
Creative frequency sculpting.....	2
Real-time visual feedback	2
Overview.....	3
Equalization features	3
Low-Frequency Control.....	3
Two-Band Mid-Frequency Control	3
High-Frequency Control.....	3
Amplifier Model Selection	4
Real-Time Analyzer (RTA)	4
Miscellaneous	4

Key Points

Vintage-inspired tonal character

Emulates the musical warmth and depth of classic passive equalizers, adding rich, analog-style coloration to your mix.

Creative frequency sculpting

Enables simultaneous boost and attenuation within the same frequency band - perfect for shaping impactful low-end.

Real-time visual feedback

Features an integrated spectrum analyzer for accurate monitoring of frequency response before and after EQ adjustments.

Overview

Pulsatec is a modern equalizer plugin designed to capture the essence of vintage passive EQs, offering a warm, musical tone that enhances the character of any audio source. Its design allows for simultaneous boosting and attenuation of the same frequency range, enabling unique tonal shaping techniques that have been cherished by audio professionals for decades.

The plugin provides intuitive controls for low and high-frequency bands, each with selectable frequencies and adjustable bandwidth. This flexibility ensures precise sculpting of the audio spectrum, whether you're aiming to add punch to the low end or clarity to the highs. The ability to fine-tune these parameters makes Pulsatec a versatile tool for both mixing and mastering applications.

Complementing its sonic capabilities, Pulsatec features a built-in Real-Time Analyzer (RTA) that offers immediate visual feedback on frequency response changes. This integration facilitates informed decision-making during the mixing process, allowing users to see the impact of their adjustments in real-time.

Additional features like quick bypass, output volume control, and output metering seamlessly blend classic tonal qualities with modern functionality.

Equalization features

Low-Frequency Control

- Selectable Frequencies: 20, 30, 60, 100 Hz
- Dual Adjustment: Independent Boost and Attenuation controls
- Application: Create punchy low-end resonance using classic techniques based on simultaneous cut and boost within the same range.

Two-Band Mid-Frequency Control

- Attenuation / Boost frequencies for the lower mid band: 200, 300, 500, 700 Hz, 1, 1.5, 2 kHz; and for the higher mid band: 3, 4, 5, 8, 10, 12, 16 kHz
- Bandwidth Control: Adjust the sharpness or smoothness of the bandwidth
- Independent mode for each band (Attenuation / Boost)

High-Frequency Control

- Attenuation Frequencies: 5, 10, 20 kHz
- Application: In conjunction with the higher mid band, add brilliance or air while taming harshness and sibilance with surgical control.

Amplifier Model Selection

- Clean: Provides a transparent and linear amplification path with no added coloration. Ideal for mastering or situations where maximum clarity and precision are required, the Clean mode preserves the natural character of the source signal.
- Triode: Adds gentle harmonic distortion and analog-style warmth when input levels are pushed. This mode emulates the nonlinear behavior of vintage triode circuits, enhancing richness and musicality—especially useful for adding subtle character during mixing.

Real-Time Analyzer (RTA)

- Dual Spectrum Display: Compare input and output signal curves in real time
- Predefined EQ Response Overlay: View the target equalization curve overlaid on the spectrum for better visual reference and control
- Selectable RTA Components: Toggle visibility of input spectrum, output spectrum, and EQ response curve to suit your workflow
- Adjustable Resolution: Customize display detail for different monitoring needs

Miscellaneous

- Quick Bypass: Instantly toggle processing to hear the effect's impact
- Output Volume Control: Balance the plugin's output precisely
- Output Metering: Ensure consistent levels in your signal chain